

## ABSTRACT OF THE DISCLOSURE

A system for collecting and using electronic trading cards. The electronic trading card is provided based on a smart card, storing information related to a famous personality. The smart card is read by a user's local computer, and transfers security information to the local computer for permitting the playing of a computer game. The system may be used in connection with a remote server which contains the computer game software. The trading card is packaged with various information displayed on the exterior of the trading card relating to the personality represented by the trading card. The smart card provides a security function so that the holder of the smart card can play the game with either of a remote or local computer. Different security routines within the smart card are read into the user's computer, to establish a session with a computer game program running on the remote server. The computer game downloads statistics concerning the game to the electronic playing card, updating either the vital statistics concerning the player, or representing a score earned during game playing.